Advanced Dungeons & Dragons®

COMPUTER PRODUCT

DRAGONSTRIKE

Commodore 64/128 Data Card

Contents: In this game you should find one game disk, one manual, this data card, and eight Dragon Cards containing statistics and information on the various enemies you will face in DragonStrike.

Before Beginning Play: There is no physical copy protection on your DragonStrike game disk, so please make a backup copy of the disk and put the original away for safekeeping. Consult your disk drive or copy-software manual for copy instructions.

Saving Games: There is room to save five games on your game disk. You may save your game on any of these "slots." It is possible to save over a used "slot." Your new saved game will write over the old save. Should you decide to restart DragonStrike from the beginning and you have made saves in all of the available "slots," simply reload the game and choose the option "Fly the First Mission."

Loading the Game: After making your backup copy, the following steps will load DragonStrike:

--Put Disk 1, Side A, in the Drive.
--Type **LOAD "*",8,1** and press **RETURN.**
--When the title screen comes up, press **RETURN** or the **JOYSTICK BUTTON** to bypass the Demo.
--To answer the verification question, find the indicated word in the manual, type in the indicated word , and press **RETURN.** After you have answered the question, you may start a new game or load a saved game. Starting a new game will take you to the first mission briefing.

You will be prompted to insert the correct side whenever a side change is required.

Loading Saved Games: To load a saved game, select "Load a Mission" from the start-up menu. Select one of the five save game "slots" in which you have previously saved. The practice mission "Free for All" is available from this menu.

Differences for the Commodore 64/128:

Preferences Menu: The menu now has only four options and they appear on the preferences screen in the following order: **Return to Game, Hit Points/Bar Graph, Load New Mission,** and **Redefine Keyboard.** All of these options are fully explained in the game manual under **Preferences Menu.**

Navigating: Navigating is the same as described in the game manual with the following exception: **The color of the dots will not change to indicate whether enemies are above or below you.**

Scouting Option: This option has been omitted from the game.

Missions: Some of the missions have been changed to enhance playability on the Commodore 64/128. These changes are noted in the **Mission Briefing** given before each mission.

Movement:

Joystick: Movement with the joystick is the same as described in the game manual under **Controls** with this exception: **a joystick with two fire buttons will only fire the primary breath weapon regardless of which button you press.**

Keyboard: Keyboard controls differ from the manual description in the following ways:

Flight Controls:

U	I	O	U-Climb Left	I-Climb	O-Climb Right
J	K	L	J-Bank Left	K-Level	L-Bank Right
M	,	.	M-Dive Left	,-Dive	.-Dive Right

Lance Controls:

E	R	T	E-Up and Left	R-Up	T-Up and Right
D	F	G	D-Left	F-Center	G-Right
C	V	B	C-Down and Left	V-Down	B-Down and Right

Default Keyboard Commands:

Space Bar	--Primary Breath Weapon
Return	--Secondary Breath Weapon
A	--Accelerate
S	--Decelerate
1	--Heal Rider with Ointment
2	--Heal Dragon with Ointment
?	--Display remaining Ointments
<—	--Preferences Menu

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Addendum
For Commodore 64/128
Data Card

The Key commands listed for **Flight Controls** in the data card are incorrect. The correct commands for **Flight Controls** are as follows:

Flight Controls:

U	**I**	**O**	U-Dive Left	I-Dive	O-Dive Right
J	**K**	**L**	J-Bank Left	K-Level	L-BankRight
M	**,**	**.**	M-Climb Left	,-Climb	.-Climb Right